IMAGIC

FIRE FIGHTER™

IMAGIC VIDEO GAME CARTRIDGE TWO YEAR LIMITED WARRANTY

Imagic warrants to the original consumer purchaser of this Imagic video game cartridge that it will be free from defects in materials and workmanship for TWO YEARS from the date of purchase. If this cartridge is discovered to be defective within the warranty period, Imagic, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

IMAGIC Customer Services 1875 Dobbin Drive San Jose, CA 95133

This warranty is limited to electronic and mechanical parts contained within the cartridge. It is not applicable to normal wear and tear and is not applicable and shall be void if the defect has arisen through, or the cartridge shows signs of, misuse, excessive wear, modifications, or tampering.

THIS WARRANTY IS IN LIEU OF ALL OTHER EXPRESS WARRANTIES OR REPRESENTATIONS. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE LIMITED TO A PERIOD OF TWO YEARS FROM THE DATE OF PURCHASE. IMAGIC IS NOT LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES ON THIS CARTRIDGE.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the limitations or exclusions set forth above may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Designed by Brad Stewart

©1982 IMAGIC All Rights Reserved

Printed in USA
700605-1 Rev. A

EmuMovies

IMAGIC

FIRE FIGHTER™

GAME PROGRAM INSTRUCTIONS

Midnight. The city sleeps. Suddenly, cries pierce the night: "**FIRE!**"

"A man's trapped up there!"

A raging blaze crackles and climbs. A desperate man waves his arms and races from window to window, floor to floor. His perilous situation looks hopeless.

Be strong.

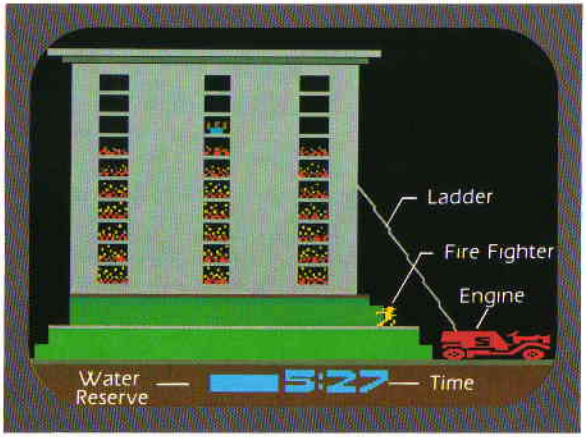
Douse the flames with your hose. Line up your ladder. Save him. Keep trying. You're his last chance — his **only** chance.

Game Objective

Save him! Rescue the panicked man from the burning warehouse. As the fire spreads higher, he climbs a floor at a time to escape the blaze. He reaches treacherous heights. Only by reaching him with the ladder can he be saved. Put out flames with your hose. Race back to the engine, jump on and scramble up the ladder. Snatch him from his fiery peril! Get moving!

Console Controls

- Insert cartridge in console, label up. Turn power switch to **on.**
- Flip Game Select Lever to choose one of the nine Fire Fighter games.
- Game number appears at bottom of screen, right of center.
- Hit Game Reset Lever to begin action. Game begins again whenever Reset Lever is tapped.
- Red button on the left joystick will reset game when previous game ends.



Game Play

You direct all rescue operations with the left joystick. As the game begins, the fire fighter appears on the fire engine.

- Push joystick left (away from engine) and the fire fighter hops off his engine.
- Keep pressing left, and he runs across the sidewalk in front of the warehouse.
- Stop pushing joystick and the fire fighter stands still.
- Push joystick right (toward the engine) and the fire fighter turns and runs back toward the fire engine.
- Keep pushing right: he'll jump back onto the engine.

Your hose allows you to control the spread of flames or put the fire out completely.
To launch a stream of water:

- The fire fighter must be in front of the warehouse.
- Push the joystick away from you. The longer you push, the higher the jet of water goes. Water shoots as high as the top windows of the warehouse. It does not reach the roof.
- You have a limited supply of water. Make it count!

Ladder

The fire engine also comes equipped with a ladder. The trapped man can only be saved from the warehouse, and the game won, by using the ladder. The ladder can reach any floor of the warehouse except the roof. If the fire fighter positions the ladder accurately, climbs it and gets to the floor on which the man is trapped, the fire fighter can rescue him.

- Fire fighter must be on the ground while adjusting the ladder.
- He can only jump from the ladder to the ground when he is at the bottom of the ladder.

To change the angle of the ladder so it will reach different floors:

- Pull the ladder in all the way by holding the red button down while pulling joystick toward you. The ladder cannot be moved while it is extended.
- Keep holding the red button down.
- To angle the ladder toward the lower floors: lean joystick left.
- To angle the ladder toward the upper floors: lean joystick right.
- To extend the ladder: Hold red button down while pushing the joystick away from you.
- To pull in the ladder: Hold red button down while pulling joystick toward you.

Practice!

Climbing the Ladder

- Extend the ladder until it rests directly against the warehouse.
- Have fire fighter jump back onto the engine by leaning the joystick to the right.
- Listen for the sound that tells you he's leapt aboard.
  - To climb: lean joystick away from you. He'll run to the top of the ladder.

You've won the game when:

- the ladder has been extended to the floor where the man is waiting;
- the trapped man moves all the way to the right and reaches the fire fighter on the ladder;
- the jubilant song "For He's a Jolly Good Fellow" signals a job well done.

The Fire

- The Left Difficulty Lever controls how quickly the fire spreads through the warehouse.
  - For fast-moving flames: set in position A
  - For a slow and steady burn: set in position B
  - When the fire fighter puts out flames in any or all parts of the building, that part of the fire stays out for the rest of the game.
  - The fire spreads upward in the warehouse. When it reaches the top floor, the fire begins to go out on the lower floors. Eventually, the flames will die out completely and the trapped man will come down from the roof.

Game Variations

You confront each of Fire Fighter's challenges alone! Rescue the man and win the game.

Game 1: 10-story building. Position the ladder carefully. It's tricky!
Game 2: 9-story building.
Game 3: 8-story building.
Game 4: 7-story building.
Game 5: 6-story building.
Game 6: 5-story building.
Game 7: 4-story building.
Game 8: 3-story building. Move quickly — seconds count!
Game 9: Begins with a 3-story building. After each rescue, another floor is automatically added to the warehouse, to a maximum of 10 floors. How fast can you move through them all? Use water sparingly; your supply must last for all the different levels.

Scoring

The fastest resue wins! Keep track of your best time in each of the Fire Fighter games. The timer at the bottom of the screen lets you know how you're doing.

Fire Fighting Tips

- The trapped man stays ahead of the fire by climbing a floor at a time. Learn to estimate how fast the fire is moving and how quickly he's moving through the warehouse. Place the ladder and have the fire fighter climb so he'll reach the man's floor and rescue him before he moves higher in the warehouse.
- The man in the blazing building checks to see if the entire floor below him is still on fire. If it isn't, he'll move down.
- When the fire fighter is on the engine, the man in the warehouse moves to a window on the right side of the building so the ladder can reach him. He may be scared, but he isn't stupid!
- Listen for the crackle of the fire. Even if the fire appears to be out, it may still be burning. When the fire goes out completely, the crackling stops.